Erratum: On page 11, the ad for KansasFest '97 states that the price for a single room is $225.00. This was the price before May 21. The price for a single room should read $300.00.

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News and Announcements

New PrintShop Graphics Editor Updated

Geraldine Wright has updated her graphics editor for New PrintShop color images to version 2.2. PIX.WHIZ is a freeware graphics editor that allows you to make full color graphics for use with the New Print Shop. Version 2.2 features faster loading and saving of files than previous versions, and can load Print Shop GS files. A hardware conflict with some RAM drives and some clocks has been fixed. The IIGS hardware conflict causing scrambled drawing screens has been fixed. System requirements are: enhanced IIe with 80-col card, or IIc, or IIGS, and color monitor. Uploaded with permission of the author. PIX.WHIZ is available on Genie, Delphi and Apple II FTP sites. Direct comments or questions to *G.Wright12@genie.com*.

Apple II Area on AOL

While America Online (AOL) suspended Apple II access to the online service almost 4 years ago, the vast content of Apple II messages and software has continued to be available to folks using Windows or Macintosh computers to log on to the service. Recently, however, access to the Apple II area has become harder, and the message area has been deleted. The file archives are still available, however, if you use the following keyword:

aol://4344:1264.a2main.10029531.514525857

If you use America Online 3.0 or later, you can save this keyword as a "favorite places" bookmark; in earlier versions, you have to type it in manually.

EGO Systems to Close Doors

Steve Disbrow has announced that Friday, June 27th, 1997 will be the last day that EGO Systems takes orders for any of the products listed in their last catalog. EGO Systems is shutting down.

- The EGO Systems web site <*http://www.hypermall.com/ego/index.html*> will be updated as often as possible to reflect which items are still in stock and which items are sold out.
- EGO Systems will no longer accept purchase orders or invoices.
- Mr. Disbrow strongly encourages everyone to mail, fax or e-mail (*diz@genie.com*) any orders. You can also call and leave a message. He promises to call you back (assuming you leave a daytime phone number), but it will be either on Saturday or after 6 PM Eastern Time.
- From this point on, items will be sold on a first-come, first-served basis—when an item is sold out, it's gone for good.

A few items remain plentiful, so prices have been lowered for quick sales. These specials include:

HardPressed - $25
Pointless - $25
TypeSet - $15
TypeWest - $15

The following items are already out of stock and will NOT be reordered:

Animasia 3D
TimeOut AboutTime Module
ZipGS accelerator

Any backorders for the above items are hereby CANCELED. If you want to get any of these, you'll need to contact the publisher directly.

Mr. Disbrow hopes to sell the rights to most or all of EGO Systems product line (Balloon, AutoArk, etc.) as well as find someone to take over the distribution of *GS+* Magazine back issues. None of these products are being released into the public domain (or as shareware) at this time!

EGO Systems
7918 Cove Ridge Rd.
Hixson, TN 37343
(423) 843-1775

Business Works Year 2000 problem

One of the current technology stories in the news is the Year 2000 problem. Back in the days of limited (and expensive) RAM, a way of cutting back on price was to record dates as only two numbers (77, 82, etc.). That cost cutting is catching up with the computing world, however, as we approach the year 2000 and many programs will cheerfully record the date after December 31, 1999 as January 1, 1900!

One of our subscribers wrote in to describe how this problem is affecting him. His letter is reprinted below.

> The Business Works accounting program for the Apple II has been used in my office since 1986 and we have come to rely on it heavily. With the coming of the millennium I have done a couple of tests to see if the program will handle the 2000 dates and it seems it won't. My background is not sophisticated enough to play with the program. It seems to me I might not be the only one facing this problem. Does anybody have any thoughts or suggestions? By the way Business Works for the Apple II is no longer supported.
>
> For the record my system configuration is an Apple IIe, enhanced, 1 MB RAM, Transwarp, and a 40 MB hard drive.
>
> I use only 2 Business Works modules - A/R and A/P. Both are used
> independently. The G/L is not used. A/R tracks invoices, payments and generates statements and aging reports for me. The A/P tracks invoices, generates checks and reports.
>
> The problem I find with the year 2000 is that when you enter the date at the startup of the program, you enter it as 00. This sets all existing entries as being current even though they could be over 90 days old.
>
> Any entries made in 2000 and beyond seem to be calculated correctly but any entries before that shows up in the current column and do not change even if you change the date to several months into the year 2000 and beyond.
>
> This is an experiment that I tried on the A/R module. I don't know what will happen in A/P.

If any readers have figured out a way to deal with this problem in Business Works (or Quicken, or any other programs that might be affected by this problem), please write in via mail or email so that I can share your solutions with everyone else.

Vitesse Closes Its Doors

Vitesse, publishers of the Quickie Hand Scanner and Quickie Software, the Salvation:Supreme series of IIGS utilities, the Harmonie DeskJet and LaserJet printer drivers, and Ultima I GS, has ceased operations. While the availability of the products published by Vitesse is uncertain at press time, it is known that the rights to most of the software have reverted to principal author "Burger" Bill Heineman, who will likely use Joe Kohn's Shareware Solutions II as a distributor. There have even been rumors that Harmonie will be updated. As more develops, we will keep you informed. You should also keep an eye on the Shareware Solutions II Web site, at *<http://www.crl.com/~joko/>*

Eric Shepherd Releases Shifty List 2.0

Shifty List 2.0, an update to Shifty List which was published by SoftDisk GS, has been released and is available on both Delphi and Genie in A2.

For those of you unfamiliar with Shifty List, it is a utility that allows you to establish a list of extensions and desk accessories that will be loaded when you shift-boot your Apple IIGS.

Shifty List 2.0 adds many new features, including:

- A brand-new user interface, complete with pull-down menus instead of push-buttons for all the options.
- The ability to attach descriptions to your scripts.
- The ability to print out copies of your scripts.
- Scripts can now include BRAM Image files, which allow your scripts to alter Control Panel settings when you start up.
- Scripts can now include APF and SHR graphics files, which are displayed slideshow-style as you start up.
- Scripts can now include rSound files, so you can hear as many (or as few) sound effects as you like during startup.
- The ability to add an application to your scripts to boot directly into that application instead of into your standard boot application.
- The ability to pop up a menu listing all your favorite scripts when you turn on or restart your Apple IIGS, and select the script you'd like to use!
- Press a letter key while booting to instantly switch to another script identified by that letter.
- New script editing features include sorting and "Select All", as well as options to automatically select all the items of a given type.

Several Shifty List 1.0 bugs have been fixed as well.

Shifty List 2.0 is shareware and it costs $20.00 to register. The unregistered version of Shifty List does not support printing, and limits users to scripts of five items or less, and allows only five items on the boot-time script menu. Users who register will receive a full, unrestricted copy, and will be entitled to future updates free of charge.

HyperTalking—Sounding Off!

Sound is an integral part of a full-fledged multimedia presentation. Just think of the last movie you watched, and the importance of the soundtrack in telling the story. Sound in computer presentations is no less important, not just for setting a mood, but for getting the point across.

How can you add sounds to your HyperCard stacks? Very easily, as it turns out, although the means for doing so is different than with HyperStudio, with which you may be familiar.

In HyperStudio, sounds are linked to from your stack. HyperStudio has its own proprietary sound format, and can also, with the included Sound Shop program, handle rSounds and AIFF sounds. Typically, the sound files are included in the same folder as the stack, or in a subdirectory within that folder. If you move the file, the sound doesn't play. Sounds can easily be connected to buttons, by checking off a check box in the button information box.

In HyperCard, on the other hand, sounds are resources* that are stored within the stack. This makes it a bit harder to include the sounds for the stack designer, but it also means that the sounds won't be lost if the stack is passed around. That might be an important consideration, depending on your audience. Sounds can be linked to buttons, as in HyperStudio, or can be called from any other script.

How do you get sounds into your HyperCard stacks?

Unfortunately, if you have a separate sound file on disk, there is no stack in the HyperCard package as it comes from Apple that lets you copy the sound into a stack. There is, however, a set of XCMDs that lets you create a stack that can copy rSounds (as well as other resources) from one stack to another. There are several stacks available online that incorporate this ability, including HyperUtility (shareware from Shamrock Systems).

There are some nice sounds in the "Scripters.Tools" stack that comes included with HyperCard IIGS, and they can be installed from that stack into others. But if you find yourself fond of the auditory dimension of HyperCard, you'll soon exhaust those sounds and be looking for more.

For a long time I didn't have a good way to copy sound resources into my stacks. In fact, I typically would create a Mac HyperCard stack, record the sounds there, then use HyperMover to port the Mac stack to the IIGS and then copy the sounds. Aside from the length of time this took, I wanted an 100% IIGS way to accomplish the task.

It turns out that that way was sitting right under my nose. Using rSounder 3.0 (a wonderful $7.00 shareware program by Paul Benson and available on the Apple Blossom Web site and most Apple II ftp sites), I was able to not only convert many sound formats (Windows "WAV", Sun "AU", and Macintosh "SoundEdit") to IIGS rSounds, but I could append these rSounds to a file...including to my HyperCard stacks. This 100% IIGS solution was much faster than using a Mac as a surrogate, and has been flawless.

Using Sounds in HyperTalk

To use a sound in HyperTalk, you simply use the command

```
play soundname
```

where soundname is the name of the rSound resource in your stack. While a sound is playing you can continue to execute other HyperTalk commands, or otherwise use your stack.

Other Uses for the Play Command

It turns out that the play command can be used to play individual notes as well. The following HyperTalk handler will play the first part of "Do a Deer"

```
play "harpsichord" tempo 200 "ch de eh ce eq cq eh"
```

Harpsichord is one of the included sounds with HyperCard. ("Boing" is the other.) Tempo controls the overall rhythm of the music. (Larger numbers are faster.) The sequence after the instrument is the notes. Notes

**Resources-If you aren't familiar with the concept of resources, here's the low down. On the Apple IIGS and the Macintosh, resources are bits of code that encapsulate items such as icons, pictures, sounds, windows, dialog boxes, text, and more. The advantage of resources is that they can be changed without having to rewrite the entire program. So, if you have a welcome sound in your stack for English speakers, you can record the greeting in English. If you want to distribute your stack to Spanish-speakers, simply replace the "welcome" resource with a Spanish version. No reprogramming needed. This works in regular programs as well as stacks.*
Resources also change the way a file is stored on disk. Files with resources are called "forked" files: that is, they have two parts, or "forks", a data fork and a resource fork. While you see only one icon in Finder, older programs such as Copy II+ will see two files (the two forks). This is the reason it is recommended to never use Copy II+ or other ProDOS 8 utilities to copy files on your IIGS...they won't "see" the resource fork, and the file will become damaged as a result. Resources are unique to the Macintosh and GS/OS.

are formed in the following way:

```
noteName          accidental                octave                duration
```

NoteName is the note's name from A to G.

Accidental is # for sharp or b for flat.

Octave is the octave that the note belongs to. (Middle C is used if none is specified.)

Duration is how long to hold the note. Durations are:

```
w whole note              r rest
h half note               s 16th note
q quarter note            t 32nd note
e eighth note             x 64th note
```

You can also use a period (.) or numeral 3 following duration to specify a dotted or triplet note, respectively.

Octave or duration may be changed for each note—if the octave or duration is not changed, then the value last specified will be used.

Talking][...David Kerwood by Ryan Suenaga, M.S.W.

David Kerwood is a familiar presence on the A2 sections of Genie and Delphi, and now has the distinction of being one of the leading Apple II Webmasters. He also recently became the Chief of Promotions for A2 on Genie. We caught up with him recently to pose a few questions.

The Apple Blossom (TAB)—Can you tell us how you got involved with computing in general, and the Apple II in particular?

David Kerwood (DK)—In general, it was because I thought it looked fun. It was 1980 or so, and I began to take notice of the advertisements being run by the National Radio Institute (NRI) in a lot of popular magazines. The ads promised that you could, in the comfort of your own home, learn all about the new microcomputers that were being touted as the technological bandwagon that we all needed to jump on. But two things really caught my eye—that these correspondence courses qualified for tuition assistance from the Veterans Administration, and that they would send you a shiny new Radio Shack TRS-80 microcomputer at the successful completion of the course. Being able to use some of my veteran's benefits to get hip on this new computer thing was mighty attractive, and the faux brushed metal look of the TRS-80 looked pretty cool too.

This led to my first taste at how fast computing technology moves, and how sensitive it is to the whims of the marketplace. Within months of my starting the NRI course, the TRS-80 offer was history. In its place NRI sent me something that was, at the time, the *ne plus ultra* of inexpensive desktop computing, the Sanyo MBC-555 (MBC being an acronym for Mini-Business Computer). The Sanyo was a near clone of the IBM PC, but instead of using the 8088/86 cpu, it used a V70 chip (like the Applied Engineering PC Transporter for the Apple II). I say "near clone" because it wasn't a perfect emulation of the 8088/86, but it was about 90% compatible. As such, it had its own flavor of MS-DOS, and used v70-native ports of Easy Writer, WordStar, CalcStar, and a few other business-oriented applications. A little cottage industry soon started up of programmers writing little applications for the MBC-555, and also some hardware add-ons began to appear as well. I ended up buying a video card and daughterboard to make it fully MS-DOS compatible, then another disk drive, and a modem (which I never used). I began saving up for a hard drive for the unit, but then fate stepped in...

I happened to find myself in the Navy Exchange soon after I had moved to Charleston, SC in the mid-eighties. The store had just completed an addition to its sales floor, and they had created an area for personal computers. There I found quite a collection of different machines, but nothing that really reached out and grabbed me. Then in 1988 I happened to wander through again and I noticed some bright monitor displays showing an animated demo that looked beautiful, even from 20-30 feet away. That was the first time I had ever seen an Apple IIGS, and I thought everything else in the area paled in comparison. I was hooked on that machine from that point on, and bought the whole setup on the spot. I think I shelled out about $1800 for the whole package, not an untidy sum in 1988...

TAB—What do you like best about the Apple II now?

DK—The fact that while all the other machines that were its contemporaries at the time (Atari, Radio Shack, Commodore, or the IBM PC, for that matter) are now relegated pretty much to the dustbin, the Apple II family of computers continue to live on, and even thrive. Everything else has gone by the wayside (with the possible exception of the Amiga machines) because they ceased to provide enjoyment for their owners, and ceased to elicit any passion. The Apple II lives on because it was such an

elegant platform right out of the box, and people found themselves *enjoying* their computing experiences with these machines. The Apple II never took on the role of being a simple appliance, which, by definition, is essentially disposable and easily replaceable. The Apple II is still eminently usable as a real computer, not just a toy.

I suppose the thing I like best about the Apple II series is not the machines themselves, however, but the fact that there are just so many really super people that share my interest with the machine. The Apple II community that has grown around these units is really something quite unique, in my experience. Whether these people are my neighbors and friends (in Rhode Island, where I live now, everyone is a neighbor), or if they only exist in the ethereal online universe, they are all, by and large, good people. People that I like to associate with; people that I feel honored and proud to know on a first name basis. That's what I like the best.

TAB—How did you like participating in KansasFest '96, as well as being part of the KFest roasting of noted Apple II author Joe Kohn?

DK—It was, without a doubt, the most enjoyable experience I have ever had in things associated with the Apple II. It was also a lot of hard work, as I not only did the Joe Kohn Roast thing, but also gave a session on tips and tricks for navigating the World Wide Web, and then teamed up with Cindy Adams for the smashing demo of Gus, the Apple IIGS emulator for the PowerMac. It was the first time I had ever met face-to-face with all of these people I had been communicating with online over the years on Genie and elsewhere, and I found it personally gratifying to see that everyone I had thought highly of in the virtual world was just as pleasant and good natured in the real world. And even those I had come to genuinely dislike online were just as obnoxious in the flesh...so it all balanced out.

TAB—You recently became the Promotions Chief of the A2 RoundTable on Genie. What kind of plans do you have for that?

DK—I'm still trying to figure that one out. Obviously, I'm pleased that the recent debut of SIS, the Spectrum Internet Suite for the Apple IIgs, made its highly successful appearance in very well-attended Real Time Conferences on Genie (still the online heart of the Apple II community), and all that happened without too much effort on my part. But right now I think that one of the most important things that Promotions needs to do is cater to our existing subscriber base, and let them know that we (Genie) still provide the best Apple II support available, online or no. Our subscribers also need to know that we still need them as well, and that we are committed to giving them the best online experience they could ever hope for. The old maxim still applies—if you don't give your customers good service, then someone else will.

TAB—I know you have and work with a number of Macintosh and Windows computers. How do they compare to the Apple II?

DK—When it comes to straight writing, where I need to get words and thoughts down without a lot of technological mumbo-jumbo getting in the way, I still find myself sitting down with the IIgs running WordWorks Pro to be my writing environment of choice. I have a PC in my office, a fairly snappy Dell 486-66 machine, but it has been months since I've had the need to turn it on. Since my job does involve a lot of presentation-quality work, my principal machine is the 8100/100 AV PowerMac. But that's getting too slow, so I'm agitating for a new and faster unit.

There's the difference between the Mac and the IIGS. The Mac is a "unit." The IIGS is an environment. And the PC is an appliance.

TAB—What's your real life job? Does it involve computers as well?

DK—My day job carries the grand title of Senior Technical Writer and Command Editor for the Naval Undersea Warfare Center (NUWC) Headquarters, in Newport, Rhode Island. I do a lot of speechwriting there, as well as spending a good portion of my time being a slave to PowerPoint. But all in all, it's fun, I meet many very interesting and dynamic personalities in this business, I travel a bit, and I enjoy myself. Not a bad gig.

Another thing that I do which I have found hugely entertaining is that I am the Webmaster for the Warfare Center's rather large Web site. In sheer size, it is the largest naval Web site (if you don't count all the archives at Navy Public Affairs), and the only naval Web site that talks (only if you access it with a Mac). One very important aspect of the gee-wizardry of it all is that one of the mandates of this taxpayer-funded Web site is that it has to be accessible by as many people as possible. We take great care not to shut anyone out of the Web site by requiring a substantial investment in hardware to access the site. So my base system for testing the pages I create is my trusty Apple IIc+, running Lynx v2.6 on ProTerm v3.1. If the pages work on that without choking, I consider it accessible to everyone. Bringing the NUWC Web site online and making it grow and become something genuinely useful has

been a labor of love, on my part. And a sizable portion of the Web site's text content was done on my IIGS, using WordWorks Pro. So there.

TAB—You seem to be pretty involved with telecommunications. What's your history with that?

DK—I'm not "involved" in the sense that people like Ewen Wannop and Geoff Weiss (the creators of SIS) are—I don't do anything to help other people participate in the online experience beyond shooting from the lip a lot. What I really am is the consummate "user"—I'm into telecommunications because I use it extensively in my job. I constantly surf the Web for information, put my own information out, and maintain my professional contacts with other Federal and Department of Defense Webmasters (there are quite a few of us out there). Being online pays the bills, in other words.

TAB—The cat's been let out of the bag a bit on The Mother of All Apple II Web Sites, A2-Web. What can you tell us about that?

DK—The first thing I can tell you is to go take a look! You can find it at this url: <*http://www.syndicomm.com/a2Web/*>. It is still very much a work in progress; indeed, something as big as A2-Web promises to be will never be "finished".

What I've been able to put together so far has already grown far beyond what I originally thought it would be. The Mother of All Apple II Web Sites has pages and links for Apple II hardware and software vendors, Apple II user groups, links to the homepages of all the Apple II personalities that we all know and love, instructions and links for Internet Relay Chat (IRC), Apple II-oriented Usenet News, and links to Nathan Mates extensive collection of Apple II FAQs (Frequently Asked Questions). I've also recently created pages with helpful information and tips for accessing the different commercial online services that are of interest to the Apple II user, as well as a page devoted to classified Apple II ads. A very large chunk of Web space is set aside for commercial use by paying customers as well—A2-Web has to be able to pay its own way in this venture. It will succeed or fail depending upon how well it generates traffic that generates some level of return for those that are actually footing the bill for this effort.

And after you've taken a good look, I really need to know what you think about it. What's missing (there's a lot that's missing or has yet to be brought online), what looks good, bad, or indifferent; and what ideas any Apple II user would have to make sure it serves its purpose as the Web home for all that is the Apple II. Use the feedback button on the bottom of the home page and let me know how I'm doing. And if anyone can write content for the pages that is better than what exists now, send it to me—if it works, I'll put it up, and you'll get to see your name in the bright lights of the World Wide Web.

TAB—What's the best telecommunications equipment an Apple II user can have, both hardware and software?

DK—In my opinion, the Apple II user is in an enviable situation, at least in comparison to the purchasing dilemmas faced by Mac and PC users. In the PC/Mac world, there really is a lot of choice out there for hardware and software. Unfortunately, there is also a lot of really bad software mixed in with the good stuff, and picking workable hardware configurations is often an exercise in frustration for many, especially PC users.

Apple II users have no such worry. The hardware requirements are pretty straightforward, a working Apple II computer with a free serial connection, and darn near any external modem generally available on the mass market. The software equation is even easier—there is no bad telecommunications application for the Apple II being sold today. Even the communications module in Appleworks GS, though limited in capability, performs extremely well as a basic terminal program.

As in most anything else in a capitalistic society, the old line about you getting what you pay for certainly holds true for the Apple II, especially when you are setting the machine up as a telecommunications platform. The best software is still the commercial stuff like Spectrum from Seven Hills and ProTERM from Intrec. Both of these packages will satisfy the online needs of nearly every Apple II user. With the proper connection, both will let you surf the World Wide Web using the text screen, with Spectrum having the added attraction of allowing a point & click way of browsing as well. This is using the commercial product SIS—Spectrum Internet Suite—also from Seven Hills. SIS is really something to see in action, and it looks and feels very much like running Netscape or Mosaic (with graphics disabled) on your Apple II. In a word—awesome!

TAB—Like many other Apple II users, you maintain a presence on the World Wide Web. How did you get interested in the Web?

DK—Part of my day job is maintain a network of contacts and individuals around the world that are a resource to me in my work at the Warfare Center. For that reason I have been "online" in one form or another for quite a number of years. I don't rightly remember any particular incident or moment that clued me in to what was happening with this new

technology of the World Wide Web back in 1994, when I first started sketching out the concept of a "home page" for the Warfare Center. I originally had no thought or desire to actually create these pages myself, thinking that this was something in the realm of programming, an activity I have absolutely no desire to do.

That attitude changed one day when I looked at the "source code" that lay behind these pages that had begun popping up all over the Web. I remember being struck by how much it looked like unformatted Appleworks or WordStar text, with all the control codes and formatting commands in brackets surrounding the text. I thought that looked pretty easy, and I soon discovered the great hidden secret about the World Wide Web—that it was dirt-simple to create a Web page. So I began the continuing process of teaching myself the Hypertext Markup Language, or HTML. The simplest way of doing that is to look at the source HTML of Web pages, load it into any text editor, and start fiddling with it. All the popular browsers (Netscape, Explorer, Lynx, SIS) have a method for you to view the source HTML of any page, and you can create any page and view it immediately using any of these applications as well. Lynx is a little harder to do, since the resulting file has to be uploaded first before you can view it.

TAB—You also maintain a Web presence for several Apple II companies through West Bay Web. What can you tell us about West Bay Web?

DK—The first thing I can tell you is the Web address for the West Bay Web home page—you can find WBW at <*http://users.ids.net/~kerwood/wbw/*>.
Over the past few years I found myself doing Web pages for quite a few individuals, mostly personal pages and a few for small business. Web publishing has grown into a bit of a cottage industry and I realized that I should put a face on some of the work I had been doing, both for attribution as well as my own personal gratification. So West Bay Web was born. The name comes from the part of Rhode Island where I first hung out my shingle—the western shores of Narragansett Bay.

West Bay Web supports the Apple II in a big way, both in creating and maintaining quite a few Web pages for Apple II-oriented publications and small businesses, and in creating Web pages that are guaranteed to work on any Apple II computer. All WBW Web pages are platform-independent—if you can connect to the Web in any manner, shape, fashion or form, our pages will be fully functional for you, regardless of the type of computer you use to get there. As any user who cruises the Web with their Apple II knows, there are many, many Web pages out there that are unreadable with their machines. It's not like there is a deliberate conspiracy by Web page designers against those who access their sites with anything less than an 100 MHz Pentium or PowerPC machine with a T-1 connection, but there is a great reluctance to exert the extra effort to write clean and legal HTML that works on all browsers. That's not the case with West Bay Web. Take the A2-Web page as an example—I've incorporated javascript, animation, speech, and some neat formatting tricks in laying out these pages, and all the bells and whistles may or may not work for everyone. Someone viewing the page with Spectrum Internet Suite will see (and hear) things that a Netscape user will not, and vice-versa. But the important point is that none of the bells and whistles will *prevent* you from using the pages. No one in the viewing audience is locked out of the page solely due to the method they use to access it. And there is the occasional "easter egg" too...

TAB—You were involved in some of the beta testing for the Spectrum Internet Suite. What can you tell us about that?

DK—I can tell you that it is the ultimate rebuttal to the statement, "You can't do that on an Apple II!" Spectrum Internet Suite, or SIS, is hands-down the most amazing product I have ever used on my IIGS. The team of beta testers that were assembled to tear up the efforts of Geoff Weiss and Ewen Wannop were merciless—Ewen or Geoff would distribute a new version or component and the bug reports, suggestions and complaints would begin pouring in almost instantly. The beta team communicated with the development team via an email mail list, where all messages would be sent to the mail list and were instantly available to all in the distribution scheme used by the list. The speed at which the mail list posted the messages and the responses was, at times, almost like a Real Time Conference on Genie or Delphi. It was not uncommon to shut the machine off at the end of the day, and then wake up to see dozens of messages from the list in the morning. There were conflicts (of course) between the testers and developers, tempers would flare, and then apologies made, just as you would expect with any group of zealots locked in the same (virtual) room for weeks on end...

But the efforts were supremely worthwhile, as evidenced by the final product. And it really is a jaw-dropping experience to see SIS doing its thing on your Apple IIGS—again, something I never thought I would see actually working on an Apple II.

TAB—What can an Apple II user do to get started on the World Wide Web?

DK—First and foremost, you have to get connected and online somehow. Assuming you already have telecommunications software that offers VT-100 emulation (ProTERM for all Apple IIs, along with ANSITerm and Spectrum for the IIGS), the easiest way is to sign up for either of the two online services that cater to the Apple II user, Genie and Delphi. Both services have access to the World Wide Web built in to their menu structure. Each use Lynx (a text-only browser that works on every Apple II), making it a no-brainer to get started on the Web.

Another alternative is to sign up on a Unix shell account with a local Internet Service Provider, or ISP. Most ISPs have the expertise to help you get up and running with your Apple II, since the II would connect to the service in exactly the same manner as any Mac or PC.

The bottom line is that getting online and accessing the Web is dirt-simple for any Apple II user—the hardest part is simply making the decision to do so in the first place. By all means, make that first step and get connected. I promise you that once you get online and up and running, you'll never look back!

TAB—What kinds of things can someone using HTML do to make their Web pages more Apple II friendly?

DK—Whew. You could write a book on that one topic alone. The best thing to do is the easiest thing—keep it simple. Take a look at a page that displays well in Lynx. Examine the html source—you'll see that it looks a lot like unformatted classic AppleWorks text. Everything that is used to modify the display of the text (size, weight, paragraph breaks, etc.) is enclosed in brackets that surround the text. Copy all that html source and play around with it on your own machine. Here is where SIS-owners have a break—you can create and edit your Web pages on your Apple IIGS and SIS will display them right from your machine, before you upload them to your Web space.

I would highly recommend getting in touch with Charles Hartley. Mr. Hartley offered an excellent course for the Apple II user on writing basic html, and he put together a terrific manual to go with it. You can find Charles at this address and email:
455 Foster Lane
Shepherdsville, KY 40165
hartley@iglou.com

TAB—What would you like the Apple II community to remember you by?

DK—You want my epitaph already? It's probably a bit early to think about that (I hope!) since I don't think I'm going anywhere soon. And I certainly have no plans to leave the Apple II community in the foreseeable future. So let's skip that question for now, and concentrate on what makes the Apple II community so special—a group of otherwise disparate individuals united around an uncommon affection for a machine—the Apple II. And I should add that this is a group of people that I consider myself honored to be associated with.

The Apple IIe Lives On—In the Tiger Learning Computer

Tiger Electronics has begun shipping the Tiger Learning Computer (TLC), a small, notebook-like computer targeted at homes with children, which is based on the Apple IIe. (Actually, it reminds us more of the Apple IIc, with its lack of slots and built-in ports, but the software is IIe/IIc compatible, so we'll set aside that quibble for the moment.)

Physically, the TLC looks like a laptop, but where a laptop computer would have a screen, the TLC has a removable lid with 6 sockets for storing progarm cartridges. The unit has a built-in speaker, and can also send sound out through the television and through headphones.

The TLC comes configured with 128K of RAM, two cartridge slots, and a slew of ports on the back: serial (modem), PS/2 mouse, parallel (printer), joystick port, headphone jack and video and audio output ports. The TLC uses a television for a monitor (although it can be hooked to a composite monitor like any Apple II)...in the absence of RCA input jacks on the television, the video can be routed through a VCR or an RF modulator. Also included with computer are: cables for video and audio, a PS/2 mouse, and. power adapter. A manual explains the ports and workings of the computer, and is well-written and clear. Note that there is no disk drive port; programs are loaded from ROM cartridges which measure approximately 2 inches by 2 1/2 inches. AppleSoft BASIC programs may also be typed in and saved to the RAM cartridge. (I hope you've saved up all your back issues of *Nibble* magazine—you'll be able to put those two line programs to work now!)

The TLC ships with five ROM cartridges containing the following programs: *AppleWorks 4.3* Word Processor, *Invisible Bugs*, *Sun and Seasons*, *Grammar Gobble* and *Picture Chompers* from MECC, *StickyBear Typing* and *StickyBear BasketBounce* from Optimum Resources, and *Math Shop: Weights & Measures* and *Math Shop: Fractions and Decimals* from Scholastic Software. All of them except AppleWorks are great

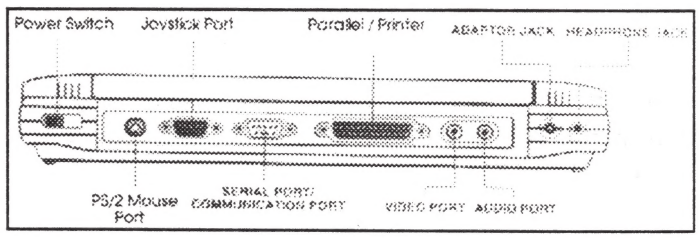
choices for the target market, and work well. The computer also ships with a RAM cartridge, which can be used to store data created in AppleWorks or other programs with save functions. Tiger Electronics says that there are other programs available, including telecommunications software that allows users of the TLC to browse the World Wide Web, but we did not preview that software.

Some of you may wonder why I don't give AppleWorks higher marks...in fact, I think Tiger Electronics would be better off if they dumped including AppleWorks, and included FrEdWriter instead. The problem with AppleWorks is that it is an 80-column text program, and 80 columns just cannot be displayed on a television clearly—which will be the normal setup for the TLC. Also, with only the Word Processor module included, new users can easily make mistakes and try to create a new spreadsheet or database document and get themselves into endless error messages and prompts for the DB Program or SS Program disk. Also, since AppleWorks is on a ROM cartridge, customized settings cannot be saved to disk, so they must be reentered every time (and if a TLC-user is going to print to a printer other than the default Epson FX printer, they will have to reenter the settings every time they plan on printing). FrEdWriter, which can be displayed in 40 columns, and is much easier to use, would be a better bet for the target audience.

When the computer is first booted, it displays a splash screen with the name Tiger Learning Computer (and plays a fanfare which my three kids found very entertaining), then boots to a graphical desktop (with a female voice inviting the user to pick an activity). Clicking on a disk drive lets you boot one of the cartridges inserted into the computer, clicking on printer lets you configure the printer port, etc. After you launch a program, the mouse is pretty much useless in the software included (except for AppleWorks), but if other software that does use the mouse is purchased, then you have a very serviceable mouse. The keyboard is a bit on the small size, but I was able to type without too much adjustment being required.

The TLC retails for $149.00. As competition for a genuine Apple IIe it loses points in the face of the Apple IIe's greater expandability, storage, and superior keyboard; but compared to the many "pre-computers" being sold in stores ranging from Zany Brainy to Toys-R-Us, the TLC is a hands-down winner. It's a real computer with a selection of software from the best educational software library around.

Tiger Electronics, Inc.
900 Woodlands Parkway
Vernon Hills, Illinois 60061 USA
http://www.tigertoys.com/



The back of the Tiger Learning Computer, with its various ports for connecting peripherals.

The Evolution of ProDOS 8 by Jerry Cline

As a member of the User Group Advisory Council, I attended a National Apple User Group meeting in Wheaten, IL several years ago. Rajiv Mehta, then an Apple Product Manager, was presiding over a meeting for Apple, and they were asking for ideas that would help the user using ProDOS 8 Apple computers. With furrowed brow and teeth slightly clenched, I suggested strongly, (but in my ever so mild-mannered way) that they literally take a look at basics of booting a ProDOS 8 machine and change the STUPID DAMN ProDOS quit code so that someone besides an engineer or hacker could use it!

As anyone who has used ProDOS 1.8 or older knows, the only way for the average person to go from one ProDOS disk to another, was to cold boot by doing the "Double-O" switch routine (Off-On), or the "TFS" (three finger salute), CONTROL+OPEN-APPLE+RESET for a warm boot to reboot the ProDOS disk.

This was just an incredibly stupid oversight on Apple's part. I further stated if they would like to talk about what should be done (in my humble opinion) I would be glad to fill them in with some simple details. To my surprise, after the meeting, Rajiv locked onto me and invited me to Cupertino for a couple of days, which I did. I spent an interesting couple of days at Apple and with the Apple II Development "MOOFERS" Gregg Branche et al. A while later, ProDOS 1.9 was released without fanfare or announcement.

The ProDOS 1.9 quit code was infinitely better, but 1.9 still had a major problem. We (InTrec Software) were getting calls from new users getting the message "RELOCATION CONFIGURATION ERROR" when the customer cold booted the ProTERM disk. Even Quality Computer and other dealers were calling us because they were getting tech calls from ProTERM customers.

The problem involved ProDOS 1.9, and doing some basic research using some old Apple IIe machines we found that ProDOS 1.9 produced that error message if the Apple IIe was not enhanced. The problem was not new to us, but we knew how to

continued on last page

HYPER QUARTERLY

While we have been a bit slow getting out the gate, Hyper Quarterly Number 1 is about to hit the streets. Here's what the first issue of this two disk set will contain:

PostScripter, to resize and place PostScript images you've created using the LaserWriter Driver.
BookMark Manager, to gain complete control over your Lynx bookmark file.
TZ.Rolodex, to keep track of your contacts, their local time, and to dial out to the world.
A.La.Carte, to easily install menus into your own HyperCard IIGS stacks.
Table.Maker, for creating HTML tables for inclusion in Web pages.
HTML-to-WP, a stack that translates HTML files into WordPerfect IIGS files
HC.Word, a HCGS-based word processor with HTML export capabilities.
and Quarknet 1.2, the offline message manager for Delphi.

To get the most out of HyperQuarterly you will need: an Apple IIGS, 1.5 MB of RAM (more is better), a Hard Drive, System 5.0.4 or later (System 6.0.1 preferred), a 3.5-inch disk drive, and HyperCard IIGS version 1.1. If you don't have HyperCard IIGS, you can order that from us as well, at a cost of $12.00. (There are 6 disks in the HyperCard IIGS package.)

To subscribe for one year (4 issues), send a check or money order for $35.00 ($47.00 if you are also ordering HyperCard IIGS), made out to "Apple Blossom Publishing" to:
Steve Cavanaugh
Apple Blossom Publishing
P.O. Box 120434
Boston, MA 02112-0434

The Kfest Committee and InTrec Software proudly present ...

Kfest '97

The tradition continues ...

Kfest '97 will be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 30 - August 3. The cost will be only $375, which includes use of a double room in the Avila College dorms and meals! There are also a limited number of single rooms available for $450. (If you wish to stay at one of the many hotels or motels near the college then the cost is $225, but you would have to find and pay for your own room and meals.)

The last date any pre-registration will be accepted is July 20.

Check-in will be Wednesday, July 30, from 1-4 pm, and check-out from 11 am - 1 pm on Sunday. Sessions will be Thursday and Friday. A vendor fair is scheduled for Saturday morning, with software and hardware demos slated for Saturday afternoon. Meals included in the registration price are Thursday breakfast through Sunday breakfast, with the exception of Saturday dinner. ++ Please Note ++ Dinner on Wednesday and Saturday are NOT included this year. Attendees can dine on their own at one of the many fine restaurants near the Avila campus, or join the Kfest '97 group for its annual treks to KC Masterpiece and Jess & Jim's Steak House.

Kfest '97 is sponsored by InTrec Software, maker of ProTERM A2 and ProTERM Mac.

Kfest '97 registration form

Name _____

Address _____

City _____ **State** _____ **ZIP** _____

Phone (Work) _____ **(Home)** _____

E-Mail address _____

Roommate preference (if any) _____

Do you prefer a smoker or nonsmoker? _____

Send this completed registration form and fee to:

Kfest '97
c/o Intrec Software
3035 E. Topaz Circle
Phoenix, AZ 85028-4423

Make checks payable to: InTrec Software. Credit card registration is available. Just call InTrec with your VISA, MasterCard, Discovery or American Express number at (602) 992-1345, M-F 8 am-5 pm, Mountain Standard Time. Or, FAX your registration with credit card number and expiration date to: (602) 992-0232 during business hours listed above. To register by e-mail, send credit card information to: proterm@intrec.com.

How about a collectible, soft and thrilling Kfest '97 T-Shirt?

Yes I want One (Many)!!! _____

T-shirts are $15.00 each and are available in Small, Medium, Large, X-Large.

Please circle size(s)

Small Medium Large X-Large

Check here ___ for additional X's on your X-Large shirt and indicate size needed: _____

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handle it once the problem got to where ProTERM could recognize it. Prior to this we had been using ProDOS 1.8, which did not care if the machine was enhanced, so ProDOS 1.8 booted and began to launch ProTERM. ProTERM is educated and knows enough to tell the user in simple terms when "ProTERM needs an enhanced Apple IIe to run." However, with the change to ProDOS 1.9, this problem was happening as ProDOS was booting (before ProTERM was able to see the problem and report it correctly).

Obviously new users could not know the difference between the operating system booting and ProTERM booting, and to them it still seemed like it was ProTERM's fault because this was a ProTERM disk that was causing their unexplained grief. The message they were seeing was "RELOCATION CONFIGURATION ERROR" instead of the real message which should have been "This operating system needs an Apple IIe enhanced to run" We even have that information in the ProTERM user manuals (see Trouble Shooting). After this debacle we had to add the new error message to the user manual also.

Some months later, there was an AppleFest (the very last one) in San Francisco. One very rainy evening in a bar at the Holiday Inn, on Market Street and about Larkin, there was an after hours Genie get together. Tom Weishaar, Kent Fillmore (DRACO), Lunatic, BryanZak, Ellen, Dave... actually everyone who was anyone from Genie was there, and a few others who did not count (including myself). I sat next to Matt Deatherage so I could fill his ear with some mild rage (in a friendly way)

I simply said, "Matt, *what the hell*! Why do you guys at Apple 2 Dev insist on making things so damn complicated?" He looked at me like I was a bug in his soup and replied with, "What's eating at you, Jerry?" I said, "What's the deal on this message "RELOCATION CONFIGURATION ERROR" for non-enhanced IIe's when ProDOS 1.9 boots? When we met on the redesign of ProDOS in Cupertino, the point was to make ProDOS usable and transparent for the average person." He said the message was news to him, asked for some detail and promised me he would take a look. A short while later ProDOS 2.0 quietly shipped. This version correctly gave the message "This operating system needs an Apple IIe enhanced to run" but had its own problems (date related as I remember) which were almost immediately corrected) and very soon we had ProDOS 2.01.

From the Publisher

It's been a hectic two months gearing up for the initial release of Hyper Quarterly, but it should be sent out to subscribers by the end of May. It's been gratifying to see the level of commitment on the part of the other team members, and I think it will be a good thing for the IIGS world. My hopes of making this a "hypermedia" themed issue fell through when Tutortech didn't arrive in time for including a review, but we will try to get to that next issue. I also don't have any further news to report about the status of Publish It! 4, except to say that I am in negotiations with the company, and I have at least one programmer ready and willing to update the program.

Summer means gearing up for KansasFest, and I plan on going this year (yup, I'm all paid up), so while there's been some sad news (EGO Systems and Vitesse) during the past two months, there's sure to be good news ahead—and we'll bring it to you.

The Apple Blossom
c/o Steve Cavanaugh
P.O. Box 120434
Boston, MA 02112-0434

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